L Number	Hits	Search Text	DB	Time stamp
-	2647	train$4 adj set	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:04
-	0	aesthetic adj scor$4	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:14
-	593	gradient and classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:55
-	267	svm or (support adj (vector adj machine))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:55
-	58	bayesian adj classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:56
-	159	(bayesian or (neural adj net) or (decision adj tree)) adj classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:51
-	1908550	image	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:08
-	118	(train$4 adj set) and (gradient and classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:51
-	7	(svm or (support adj (vector adj machine))) and ((train$4 adj set) and (gradient and classifier))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:09
-	3	((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and ((svm or (support adj (vector adj machine))) and ((train$4 adj set) and (gradient and classifier)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:11
-	2	image and (((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and ((svm or (support adj (vector adj machine))) and ((train$4 adj set) and (gradient and classifier))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:09
-	127	(706/14).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:21
-	361	(706/20).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:54
-	82	(train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:30
-	0	((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (aesthetic near scor$4)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 12:15
-	3	aesthetic near scor$4	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:14
-	3	((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:16

-	22	((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and ((train$4 adj set) and (gradient and classifier))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:17
-	19	(((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and ((train$4 adj set) and (gradient and classifier))) not (((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:45
-	58	image and ((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:30
-	37	(image and ((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier))) not (((((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and ((train$4 adj set) and (gradient and classifier))) not (((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine))))) or (((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine)))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:31
-	1444	image near classif$6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:54
-	82	(train$4 adj set) and (image near classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:40
-	4	((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and (("706/14").CCLS.)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:39
-	3	(((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and (("706/14").CCLS.)) not (((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:39
-	15	((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and (image near classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:41
-	13	(((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and (image near classif$6)) not (((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:41

-	7	(((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and (image near classif$6)) not (((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine))))) not ((((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and ((train$4 adj set) and (gradient and classifier))) not (((train$4 adj set) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and (svm or (support adj (vector adj machine)))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 14:45
-	0	(bayesian adj classifier) and ((neural adj net) adj classifier) and ((decision adj tree) adj classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:27
-	39	((neural adj net) adj classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:27
-	76	((decision adj tree) adj classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:57
-	0	((svm or (support adj (vector adj machine))) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)) and ((((neural adj net) adj classifier)) and (((decision adj tree) adj classifier)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:28
-	3	(svm or (support adj (vector adj machine))) and ((bayesian or (neural adj net) or (decision adj tree)) adj classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:28
-	2	(((neural adj net) adj classifier)) and (((decision adj tree) adj classifier))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:28
-	889	image adj classif$6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:54
-	5405	image adj (classif$6 or recognition)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:55
-	115	(train$4 adj set) and (image adj (classif$6 or recognition))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:55
-	12	((bayesian or (neural adj net) or (decision adj tree)) adj classifier) and ((train$4 adj set) and (image adj (classif$6 or recognition)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 15:56
-	37	(706/18).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:16
-	452	(382/128).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:21
-	218	(382/133).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:21
-	229	(382/159).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:21

-	251	(382/185).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:26
-	96	(382/157).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:26
-	84	(382/158).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:26
-	229	(382/159).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:26
-	418	(382/165).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:27
-	442	(382/224).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:27
-	100	(382/155).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 16:27
-	223	(382/156).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/16 17:13
-	326	train$6 near (classifier or classification)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 12:14
-	194	train$6 adj (classifier or classification)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 12:14
-	159	((bayesian or (neural adj net) or (decision adj tree)) adj classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 13:07
-	27	(train$6 adj (classifier or classification)) and (((bayesian or (neural adj net) or (decision adj tree)) adj classifier))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 13:16
-	268	svm or (support adj (vector adj machine))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 12:17
-	3	((train$6 adj (classifier or classification)) and (((bayesian or (neural adj net) or (decision adj tree)) adj classifier))) and (svm or (support adj (vector adj machine)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 12:25
-	2	(((train$6 adj (classifier or classification)) and (((bayesian or (neural adj net) or (decision adj tree)) adj classifier))) and (svm or (support adj (vector adj machine)))) and imag$4	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 13:16
-	0	((bayesian and (neural adj net) and (decision adj tree)) adj classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 13:08
-	48	(train$6 near (classifier or classification)) and (((bayesian or (neural adj net) or (decision adj tree)) adj classifier))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 13:16

-	3	(svm or (support adj (vector adj machine))) and ((train$6 near (classifier or classification)) and (((bayesian or (neural adj net) or (decision adj tree)) adj classifier)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2001/12/19 13:32
-	1951	image near classif$8	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 07:49
-	59	gradient near ascent	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 07:49
-	4641	bayesian or (svm or (support adj vector adj machine)) or (neural adj net) or (decision adj tree)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 08:00
-	2	(image near classif$8) and (gradient near ascent)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 07:52
-	2	((image near classif$8) and (bayesian or (svm or (support adj vector adj machine)) or (neural adj net) or (decision adj tree))) and (gradient near ascent)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 07:57
-	364	(706/20).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 07:57
-	130	(706/14).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 07:58
-	119	(706/15).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 07:58
-	0	bayesian and (svm or (support adj vector adj machine)) and (neural adj net) and (decision adj tree)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 08:00
-	108	(image near classif$8) and (bayesian or (svm or (support adj vector adj machine)) or (neural adj net) or (decision adj tree))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/11 08:00
-	272	svm or (support adj (vector adj machine))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:49
-	59	bayesian adj classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:49
-	161	(bayesian or (neural adj net) or (decision adj tree)) adj classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:49
-	4391	(bayesian or (neural adj net) or (decision adj tree))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:49
-	19	(bayesian and (neural adj net) and (decision adj tree))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:50
-	0	(svm or (support adj (vector adj machine))) and ((bayesian and (neural adj net) and (decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:50

-	7	(svm or (support adj (vector adj machine))) and ((bayesian or (neural adj net) or (decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:50
-	598	gradient and classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:52
-	302	train$4 near2 classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:51
-	67	(gradient and classifier) and (train$4 near2 classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:52
-	1	((bayesian and (neural adj net) and (decision adj tree))) and ((gradient and classifier) and (train$4 near2 classifier))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 14:52
-	366	(706/20).CCLS.	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 15:09
-	17537	image near2 recogn$9	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:51
-	4391	(bayesian or (neural adj net) or (decision adj tree))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:52
-	272	svm or (support adj (vector adj machine))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:52
-	598	gradient and classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:52
-	301	(image near2 recogn$9) and ((bayesian or (neural adj net) or (decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:53
-	18	((image near2 recogn$9) and ((bayesian or (neural adj net) or (decision adj tree)))) and (gradient and classifier)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:53
-	2	((image near2 recogn$9) and ((bayesian or (neural adj net) or (decision adj tree)))) and (svm or (support adj (vector adj machine)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:53
-	16	(((image near2 recogn$9) and ((bayesian or (neural adj net) or (decision adj tree)))) and (gradient and classifier)) not (((image near2 recogn$9) and ((bayesian or (neural adj net) or (decision adj tree)))) and (svm or (support adj (vector adj machine))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/02/19 16:53
-	2693	train$4 adj set	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:01
-	34257	imag$4 and classif$6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:57
-	523	(train$4 adj set) and (imag$4 and classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:55

-	272	svm or (support adj (vector adj machine))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:55
-	59	gradient near ascent	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:56
-	59	bayesian adj classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:56
-	96	(baye$6 near classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:56
-	1678	(decision adj tree)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:58
-	0	((train$4 adj set) and (imag$4 and classif$6)) and ((svm or (support adj (vector adj machine))) and ((baye$6 near classif$6)) and ((decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:58
-	0	(imag$4 and classif$6) and ((svm or (support adj (vector adj machine))) and ((baye$6 near classif$6)) and ((decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:58
-	1	(svm or (support adj (vector adj machine))) and ((baye$6 near classif$6)) and ((decision adj tree))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 17:58
-	372	train$4 near classif$6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:01
-	197	(imag$4 and classif$6) and (train$4 near classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:02
-	2	(gradient near ascent) and ((imag$4 and classif$6) and (train$4 near classif$6))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:02
-	118	((train$4 adj set) and (imag$4 and classif$6)) and (train$4 near classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:09
-	2	(gradient near ascent) and (((train$4 adj set) and (imag$4 and classif$6)) and (train$4 near classif$6))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:09
-	1523	imag$4 near classif$6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:00
-	84	(train$4 adj set) and (imag$4 near classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:58
-	23	((train$4 adj set) and (imag$4 near classif$6)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:02
-	2	((train$4 adj set) and (imag$4 near classif$6)) and (gradient near ascent)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:59

-	2	(((train$4 adj set) and (imag$4 near classif$6)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree)))) and (gradient near ascent)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 18:59
-	929	imag$4 adj classif$6	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:01
-	63	(train$4 adj set) and (imag$4 adj classif$6)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:00
-	790	classif$6 adj imag$4	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:01
-	54	(train$4 adj set) and (classif$6 adj imag$4)	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:01
-	18	((train$4 adj set) and (imag$4 adj classif$6)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:02
-	12	((train$4 adj set) and (classif$6 adj imag$4)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree)))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:02
-	0	(gradient near ascent) and (((train$4 adj set) and (imag$4 adj classif$6)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:04
-	2	(gradient near ascent) and (((train$4 adj set) and (classif$6 adj imag$4)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:02
-	130	train$4 adj classifier	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:04
-	7	(train$4 adj classifier) and (((train$4 adj set) and (classif$6 adj imag$4)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:09
-	5	(train$4 adj classifier) and (((train$4 adj set) and (imag$4 adj classif$6)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:09
-	5	((train$4 adj classifier) and (((train$4 adj set) and (classif$6 adj imag$4)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree))))) not ((train$4 adj classifier) and (((train$4 adj set) and (imag$4 adj classif$6)) and ((svm or (support adj (vector adj machine))) or ((baye$6 near classif$6)) or ((decision adj tree)))))	USPAT; EPO; JPO; DERWENT; IBM_TDB	2002/03/10 19:09

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1 Intimacy and embodiment: implications for art and technology 95%
Sidney Fels
Proceedings of the 2000 ACM workshops on Multimedia November 2000

People have aesthetic experiences when they manipulate objects skillfully. Highly skilled performance with an object requires forming a highly intimate relationship with it. Aesthetics flow from this intimacy. This paper discusses three works which bring together technology and art to illustrate the issues of intimacy and embodiment. The three works are: Iamascope, video cubism and the forklift ballet.

2 How to study artificial creativity 80%
Rob Saunders , John S. Gero
Proceedings of the fourth conference on Creativity & cognition October 2002
In this paper, we describe a novel approach to developing computational models of creativity that supports the multiple approaches to the study of artificial creative systems. The artificial creativity approach to the development of computational models of creative systems is described with reference to Csikszentmihalyi's systems view of creativity. Some interesting results from studies using an early implementation of an artificially creative system, The Digital Clockwork Muse, are presented. T ...

3 Pattern formation and chaos in networks 80%
Clifford A. Pickover
Communications of the ACM February 1988
Volume 31 Issue 2
Chaos theory involves the study of how complicated behavior can arise in systems that are based on simple rules, and how minute changes in the input of a system can lead to great differences in the output. Using computer graphics, the dynamic behavior of chaos-producing networks is explored, and convergence maps reveal a visually striking and intricate class of displayable objects.

4 A Markovian framework for digital halftoning 80%
Robert Geist , Robert Reynolds , Darrell Suggs
ACM Transactions on Graphics (TOG) April 1993
Volume 12 Issue 2

5 The rendering architecture of the DN10000VS 77%
David Kirk , Douglas Voorhies
ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques September 1990
Volume 24 Issue 4

6 Hatching and shading: Hatching by example: a statistical approach 77%
Pierre-Marc Jodoin , Emric Epstein , Martin Granger-Piché , Victor Ostromoukhov
Proceedings of the second international symposium on Non-photorealistic animation and rendering June 2002
We present a new approach to synthetic (computer-aided) drawing with patches of strokes. Grouped strokes convey the local intensity level that is desired in drawing. The key point of our approach is learning by example: the system does not know *a priori* the distribution of the strokes. Instead, by analyzing a sample (training) patch of strokes, our system is able to synthesize freely an arbitrary sequence of strokes that "looks like" the given sample. Strokes are considered as parametrica ...

7 The art and science of visualizing data 77%
Karen A. Frenkel
Communications of the ACM February 1988
Volume 31 Issue 2
"I manipulate the laser," the artist said, having exploited laboratory equipment. "This is a parallel pipeline systolic SIMD engine we call the 'Jell-O Engine,'" the animator/straight man announced, but not until he had decimated the practice of ray tracing. And officials from supercomputer centers declared the visualization of scientific data would define a new field, a revolutionary way of doing science.

8 Computing curricula 2001 77%
Journal of Educational Resources in Computing (JERIC) September 2001

9 Towards a better visual programming language: critiquing Prograph's control structures 77%
R. Mark Meyer , Tim Masterson
The Journal of Computing in Small Colleges , Proceedings of the fifth annual CCSC northeastern conference on The journal of computing in small colleges April 2000
Volume 15 Issue 5

10 Interactive manipulation of rigid body simulations 77%
Jovan Popović , Steven M. Seitz , Michael Erdmann , Zoran Popović , Andrew Witkin
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000
Physical simulation of dynamic objects has become commonplace in computer graphics because it produces highly realistic animations. In this paradigm the animator provides few physical parameters such as the objects' initial positions and velocities, and the simulator automatically generates realistic motions. The resulting motion, however, is difficult to control because even a small adjustment of the input parameters can drastically affect the subsequent motion. Furthermore, the animator o ...

11 News track 77%
Bryan Kocher
Communications of the ACM November 1988
Volume 31 Issue 11

12 Context-sensitive learning methods for text categorization 77%
William W. Cohen , Yoram Singer
ACM Transactions on Information Systems (TOIS) April 1999
Volume 17 Issue 2
Two recently implemented machine-learning algorithms, RIPPERand sleeping-experts for phrases, are evaluated on a number of large text categorization problems. These algorithms both construct classifiers that allow the "context" of a word w to affect how (or even whether) the presence or absence of w will contribute to a classification. However, RIPPER and sleeping-experts differ radically in many other respects: ...

13 A video retrieval and sequencing system 77%
Tat-Seng Chua , Li-Qun Ruan
ACM Transactions on Information Systems (TOIS) October 1995
Volume 13 Issue 4
Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

14 Digital libraries, value, and productivity 77%
Gio Wiederhold
Communications of the ACM April 1995
Volume 38 Issue 4
A digital library is popularly viewed an electronic version of a public library. But replacing paper by electronic storage leads to three major differences: storage in digital form, direct communication to obtain material, and copying from a master version. These differences in turn lead to a plethora of further differences, so that eventually the digital library no longer mimics the traditional library. Furthermore, a library is only element in the process of creating, storing, culling, ac ...

15 Evolving virtual creatures 77%
Karl Sims
Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994
This paper describes a novel system for creating virtual creatures that move and behave in simulated three-dimensional physical worlds. The morphologies of creatures and the neural systems for controlling their muscle forces are both generated automatically using genetic algorithms. Different fitness evaluation functions are used to direct simulated evolutions towards specific behaviors such as swimming, walking, jumping, and following.A genetic language is presented that uses no ...

16 Foreseeing the future: ACM97 44%
John L. Bennett
interactions July 1997
Volume 4 Issue 4

17 The emergence of true machine intelligence in the twenty-first century (abstract) 4%
Raymond Kurzweil
Proceedings of the 1993 ACM conference on Computer science March 1993
Up until recently, humans and computers have used radically different strategies in their intelligent decision making. For example, in chess, a human chess master memorizes about 50,000 situations and then uses his or her neural-net based pattern recognition capabilities to recognize which of these situations is most applicable to the current board position. In contrast, the computer chess master typically memorizes very few board positions and relies instead on its ability to analyze betwe ...

18 Pen computing (abstract): the new frontier 2%
S. Jerrold Kaplan
Proceedings of the 1993 ACM conference on Computer science March 1993
While all types of computers are ultimately Turing machines, this "reduction-and-abstraction" obscures the way people actually experience computing. About every 10 years, a new type of machine is invented that changes our understanding of computation. From the mysterious glass house mainframes of the 1960s, ministered by white-coated experts, to today's friendly personal computers, our sense of the role of computing in our lives has undergone a dramatic transformation.

19 Computers versus common sense (abstract) 2%

Douglas B. Lenat

Proceedings of the 1993 ACM conference on Computer science March 1993

It has been eight years since we began the Cyc project—a massive decade-long enterprise to codify, once and for all, the millions of general rules of thumb about the world (that are generally held by adult, rational members of their culture.) The motivation for this heroic effort is to produce a new "layer" between the Operating System and Application programs —a layer containing general knowledge and inferencing abilities, which could facilitate knowledge-sharing ac ...

20 Beyond the graphical user interface (abstract) 2%

Ben Shneiderman

Proceedings of the 1993 ACM conference on Computer science March 1993

The wildly popular graphical user interfaces are a dramatic improvement over earlier interaction styles, but the next generation of user interfaces is already being fashioned. The future will be dynamic, spatial, gestural, colorful, ubiquitous, often auditory, and sometimes virtual. The dominance of visual information with hi-res images and full-motion video will push the hardware requirements, absorb network capacity, and challenge the algorithm designers. As human-computer interaction res ...

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((aesthetic)and (image)) and(neural <near> network Search Again

Results:
Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**

1 **Aesthetic design system of structures using neural network and image database**
Yasuda, K.; Furuta, H.; Kobayashi, T.;
Proceedings of ISUMA - NAFIPS '95 The Third International Symposium on Uncertainty Modeling and Analysis and Annual Conference of the North American Fuzzy Information Processing Society , 17-19 Sep 1995
Page(s): 115 -120

[Abstract] [PDF Full-Text (780 KB)] **IEEE CNF**

2 **An application of neural networks to emulation of aesthetic judgements**
Jagielski, R.;
Artificial Neural Networks and Expert Systems, 1993. Proceedings., First New Zealand International Two-Stream Conference on , 24-26 Nov 1993
Page(s): 334 -337

[Abstract] [PDF Full-Text (252 KB)] **IEEE CNF**

3 **Using neural networks for undithering**
Sundarasaradula, J.; Millar, J.;
Neural Networks, 1995. Proceedings., IEEE International Conference on , Volume: 4 , Nov/Dec 1995
Page(s): 1892 -1897 vol.4

[Abstract] [PDF Full-Text (656 KB)] **IEEE CNF**

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1 A discrete-time neural network multitarget tracking data association algorithm 75%
Oluseyi Olurotimi
Proceedings of the conference on Analysis of neural network applications May 1991

2 Statistics and data mining techniques for lifetime value modeling 71%
D. R. Mani , James Drew , Andrew Betz , Piew Datta
Proceedings of the fifth ACM SIGKDD international conference on Knowledge discovery and data mining August 1999

3 Identifying prospective customers 64%
Paul B. Chou , Edna Grossman , Dimitrios Gunopulos , Pasumarti Kamesam
Proceedings of the sixth ACM SIGKDD international conference on Knowledge discovery and data mining August 2000

4 Jottings from the business intelligence jungle 59%
David Selby
ACM SIGAPL APL Quote Quad , Proceedings of the 2002 conference on APL: array processing languages: lore, problems, and applications June 2002
Volume 32 Issue 4
This paper examines some of the big hitting issues in the business intelligence world and shows how APL remains a key component in the resolution of these issues. It also suggests areas where APL could fill new voids that require flexible development environments. Like in the film 'Tron', where APL played a quiet but key role, in business intelligence you can see it still plays a quiet but key role.

5 Multimodal error correction for speech user interfaces 57%
Bernhard Suhm , Brad Myers , Alex Waibel
ACM Transactions on Computer-Human Interaction (TOCHI) March 2001
Volume 8 Issue 1
Although commercial dictation systems and speech-enabled telephone voice user interfaces have become readily available, speech recognition errors remain a serious problem in the design and implementation of speech user interfaces. Previous work hypothesized that switching modality could speed up interactive correction of recognition errors. This article presents multimodal error correction methods that allow the user to correct recognition errors efficiently without keyboard input. Correcti ...

6 BoB: an interactive improvisational music companion 51%
Belinda Thom
Proceedings of the fourth international conference on Autonomous agents June 2000

7 Invited papers: Leveraging an alternative source of computer scientists: reentry programs 35%
Sheila Humphreys , Ellen Spertus
ACM SIGCSE Bulletin June 2002
Volume 34 Issue 2
Much has been written about the "leaky pipeline" of women in computer science (CS), with the percentage of women decreasing as one moves from lower levels, such as college, to higher levels, culminating in full professorship. While significant attention focused on keeping women from leaving the pipeline, there is also an opportunity to bring women into the pipeline through non-traditional programs, instead of requiring that everyone enter at the undergraduate level. Both Mills College, a small l ...

8 Supervised adaptive resonance networks 27%
R. S. Baxter
Proceedings of the conference on Analysis of neural network applications May 1991

9 Expert network: effective and efficient learning from human decisions in text categorization and retrieval 22%
Yiming Yang
Proceedings of the 17th annual international ACM SIGIR conference on Research and development in information retrieval August 1994

10 Tissue classification with gene expression profiles 21%
Amir Ben-Dor , Laurakay Bruhn , Nir Friedman , Iftach Nachman , Michèl Schummer , Zohar Yakhini
Proceedings of the fourth annual international conference on Computational molecular biology April 2000

Constantly improving gene expression profiling technologies are expected to provide understanding and insight into cancer related cellular processes. Gene expression data is also expected to significantly and in the development of efficient cancer diagnosis and classification platforms. In this work we examine two sets of gene expression data measured across sets of tumor and normal clinical samples One set consists of 2,000 genes, measured in 62 epithelial colon samples [1]. The second consi ...

11 Eye movement analysis & visual search: What attracts the eye to the location of missed and reported breast cancers? 19%
Claudia Mello-Thoms , Calvin F Nodine , Harold L Kundel
Proceedings of the symposium on ETRA 2002: eye tracking research & applications symposium March 2002
The primary detector of breast cancer is the human eye, as it examines mammograms searching for signs of the disease. Nonetheless, it has been shown that 10-30% of all cancers in the breast are not reported by the radiologist, even though most of these are visible retrospectively. Studies of eye position have shown that the eye tends to dwell in the locations of both reported and not reported cancers, indicating that the problem is not faulty visual search, but rather, that is primarily related ...

12 Simulation optimization: methods and applications 15%
Yolanda Carson , Anu Maria
Proceedings of the 29th conference on Winter simulation December 1997

13 Evolving robot behavior via interactive evolutionary computation: from real-world to simulation 8%
Gerry Dozier
Proceedings of the 2001 ACM symposium on Applied computing March 2001

14 Content-based book recommending using learning for text categorization 8%
Raymond J. Mooney , Loriene Roy
Proceedings of the fifth ACM conference on Digital libraries June 2000
Recommender systems improve access to relevant products and information by making personalized suggestions based on previous examples of a user's likes and dislikes. Most existing recommender systems use collaborative filtering methods that base recommendations on other users' preferences. By contrast,content-based methods use information about an item itself to make suggestions.This approach has the advantage of being able to recommend previously unrated items to users with unique interes ...

15 An empirical study of non-binary genetic algorithm-based neural approaches for classification 8%
Parag C. Pendharkar , James A. Rodger
Proceeding of the 20th international conference on Information Systems January 1999

16 Adding breadth to CS1 and CS2 courses through visual and interactive programming projects 7%
Ricardo Jiménez-Peris , Sami Khuri , Marta Patiño-Martínez
ACM SIGCSE Bulletin , The proceedings of the thirtieth SIGCSE technical symposium on Computer science education March 1999
Volume 31 Issue 1
The aim of programming projects in CS1/CS2 is to put in practice concepts and techniques learnt during lectures. Programming projects serve a dual purpose: first, the students get to practice the programming concepts taught in class, and second, they are introduced to an array of topics that they will cover later in their computer science education.In this work, we present programming projects we have successfully used in CS1/CS2. These topics have added breadth to CS1/CS2 as well as whetted our ...

17 From latent semantics to spatial hypertext—an integrated approach 7%
Chaomei Chen , Mary Czerwinski
Proceedings of the ninth ACM conference on Hypertext and hypermedia : links, objects, time and space---structure in hypermedia systems: links, objects, time and space---structure in hypermedia systems May 1998

18 Magical thinking in data mining: lessons from CoIL challenge 2000 7%
Charles Elkan
Proceedings of the seventh ACM SIGKDD international conference on Knowledge discovery and data mining August 2001
CoIL challenge 2000 was a supervised learning contest that attracted 43 entries. The authors of 29 entries later wrote explanations of their work. This paper discusses these reports and reaches three main conclusions. First, naive Bayesian classifiers remain competitive in practice: they were used by both the winning entry and the next best entry. Second, identifying feature interactions correctly is important for maximizing predictive accuracy: this was the difference between the winning classi ...

19 Hypertext information retrieval for the Web 6%
Eric W. Brown , Alan F. Smeaton
ACM SIGIR Forum September 1998
Volume 32 Issue 2
The notion of searching a hypertext corpus has been around for some time, and is an especially important topic given the growth of the World Wide Web and the general dissatisfaction users have with the tools currently available for finding information on the Web. In response to this, a workshop was held as part of SIGIR'98 on *Hypertext Information Retrieval for the Web* and this document presents a brief summary of the papers presented at that workshop, along with a set of themes identifie ...

20 Reconciling schemas of disparate data sources: a machine-learning approach 3%
AnHai Doan , Pedro Domingos , Alon Y. Halevy
ACM SIGMOD Record , Proceedings of the 2001 ACM SIGMOD international conference on Management of data May 2001
Volume 30 Issue 2

A data-integration system provides access to a multitude of data sources through a single mediated schema. A key bottleneck in building such systems has been the laborious manual construction of semantic mappings between the source schemas and the mediated schema. We describe LSD, a system that employs and extends current machine-learning techniques to semi-automatically

find such mappings. LSD first asks the user to provide the semantic mappings for a small set of data sources, then uses the ...

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Neural Networks: Their Efficacy Towards The Malaysian It.. - Sibte, Abidi (Correct)
Neural Networks: Their Efficacy Towards The Malaysian
Neural Networks: Their Efficacy Towards The Malaysian It
161.142.8.254/ssra/paper21.ps

Using a Neural Network to Learn General Knowledge in a .. - Reategui, Campbell.. (1995) (Correct) (1 citation)
Using a **Neural Network** to Learn General Knowledge in a
Using a **Neural Network** to Learn General Knowledge in a Case-Based
case-based system through the use of a **neural network**. We take advantage of the self-adapting nature
www.cs.ucl.ac.uk/staff/E.Reategui/publications/iccbr-95.ps

Pitch Determination Considering Laryngealization.. - Niemann, Denzler, .. (1994) (Correct) (2 citations)
This article describes an approach based on **neural network** techniques for the improved determination
This article describes an approach based on **neural network** techniques for the improved determination of
First, an improved version of our **neural network** algorithm for reconstruction of the voice source
www5.informatik.uni-erlangen.de/TeX/Literatur/ps-dir/1994/Niemann94:PDCa.ps.gz

Applying Neural Networks - Stader (1992) (Correct)
Applying **Neural Networks** Jussi Stader AIAI-IR-11 August 1992
www.aiai.ed.ac.uk/~jussi/pub/92-nnai.ps.gz

Constructive Theory Refinement in Knowledge Based Neural.. - Parekh, Honavar (1998) (Correct) (1 citation)
Constructive Theory Refinement in Knowledge Based **Neural Networks** Rajesh Parekh &Vasant Honavar
Theory Refinement in Knowledge Based **Neural Networks** Rajesh Parekh &Vasant Honavar Artificial
Abstract-Knowledge based artificial **neural networks** offer an approach for connectionist theory
www.cs.iastate.edu/~honavar/Papers/parekh-ijcnn98.ps

Interpretation of Neural Networks for Classification Tasks - Bernatzki Eppler (Correct)
Interpretation of **Neural Networks** for Classification Tasks A. Bernatzki,
Interpretation of **Neural Networks** for Classification Tasks A. Bernatzki, W.
To overcome the black box behaviour of **neural networks** many different approaches have been proposed. Up
fuzzy.fzk.de/eppler/postscript/eufit.ps

Using Neural Networks for Descriptive Statistical Analysis of.. - Tirri (1999) (Correct)
use summarized information such as the factor **scores** instead of the primary variables. Knowing the
Association (Chicago, IL, USA, March 1997) Using **Neural Networks** for Descriptive Statistical Analysis of
(Chicago, IL, USA, March 1997) Using **Neural Networks** for Descriptive Statistical Analysis of
www.cs.Helsinki.FI/research/cosco/Articles/sig.ps.gz

Sequential Behavior and Learning in Evolved Dynamical Neural.. - Yamauchi, Beer (1994) (Correct) (22 citations)
multiple trials and these individual performance **scores** were then combined into an overall fitness **score**
Behavior and Learning in Evolved Dynamical **Neural Networks** Brian M. Yamauchi Randall D. Beer Dept.
Behavior and Learning in Evolved Dynamical **Neural Networks** Brian M. Yamauchi Randall D. Beer Dept. of
vorlon.cwru.edu/~beer/Papers/seqlearn.ps.Z

Improving Prediction of Protein Secondary Structure using.. - Riis, Krogh (1996) (Correct) (6 citations)
that 72% of the database yields Q 3 =80% and 36% **scores** about Q 3 =90%Thus, for more than 36% of the
of Protein Secondary Structure using Structured **Neural Networks** and Multiple Sequence Alignments Sren

Secondary Structure using Structured **Neural Networks** and Multiple Sequence Alignments Sren Kamaric
www.cbs.dtu.dk/krogh/papers/2ndary1.ps.gz

An Analysis of Noise in Recurrent Neural Networks: Convergence.. - Kam Jim (1996) (Correct) (2 citations)
An Analysis of Noise in Recurrent **Neural Networks**: Convergence and Generalization Kam
An Analysis of Noise in Recurrent **Neural Networks**: Convergence and Generalization Kam Jim C. Lee
interest in applying noise to feedforward **neural networks** in order to observe their effect on **network**
www.neci.nj.nec.com/homepages/giles/papers/UMD-CS-TR-3322.synaptic.noise.recurrent.nets.ps.Z

Neural Networks and Statistics: a Naive Comparison - Couvreur, Couvreur (Correct)
Neural Networks and Statistics: a Naive Comparison
Neural Networks and Statistics: a Naive Comparison Christophe
paper, a naive comparison of artificial **neural networks** (NNs) and statistical methods is offered. The
thor.fpms.ac.be/pub/couvreur/biblio/nnstat.ps.gz

Development, Learning and Evolution in Animats - Kodjabachian, Meyer (1994) (Correct) (2 citations)
specification for a classical feed-forward **neural network**. The weights of this **network** are trained
specification for a classical feed-forward **neural network**. The weights of this **network** are trained by
feed-forward **neural network**. The weights of this **network** are trained by back-propagation, which provides
www.biologie.ens.fr/fr/animatlab/perso/kodjaba/jkjamperac.ps.gz

A Fuzzy Neural Network Model for the Estimation of the Feeding.. - Jaesoo Kim (Correct)
A Fuzzy **Neural Network** Model for the Estimation of the Feeding
A Fuzzy **Neural Network** Model for the Estimation of the Feeding Rate to
present study, a hybrid system called fuzzy **neural network** is considered, where the role of the fuzzy
kel.otago.ac.nz/CBIS/Objective4/Publications/Postscript/kim_obj4.ps.gz

Why the logistic function? A tutorial discussion on.. - Michael Jordan (1995) (Correct) (3 citations)
A tutorial discussion on probabilities and **neural networks** Michael I. Jordan Massachusetts
A tutorial discussion on probabilities and **neural networks** Michael I. Jordan Massachusetts Institute of
for the modeling of data. Crudely put, the belief **network** community has tended to focus on the former
www.dcs.shef.ac.uk/~ljupco/papers/uai.ps.gz

Modular Neural Networks for Medical Prognosis: Quantifying.. - Ohno-Machado, Musen (Correct)
ESR Time elapsed from HIV seroconversion Karnofsky **score** Erythrocyte count Length of stay in hospital
Modular **Neural Networks** for Medical Prognosis: Quantifying the
Modular **Neural Networks** for Medical Prognosis: Quantifying the Benefits
dsg.harvard.edu/public/dsg/staff/../pubs/lohnomac96.2.ps

A Fuzzy-Neural Network Based on the Backpropagation Algorithm - Lippe Th (Correct)
A Fuzzy-**Neural Network** Based on the Backpropagation Algorithm
A Fuzzy-**Neural Network** Based on the Backpropagation Algorithm W.M.
and Fuzzy-Arithmetics 2 3 Backpropagation-**Networks** 3 4 Extension to Fuzzy-**Networks** 5 4.1
wwwmath.uni-muenster.de/math/inst/info/Institutsberichte/9510bericht.ps

Telephone Speech Recognition using Neural Networks and Hidden.. - Yuk, Flanagan (1999) (Correct)
does not necessarily mean maximizing the acoustic **score** of equation (2)The anomaly arises from the
Telephone Speech Recognition using **Neural Networks** and Hidden Markov Models IEEE
Telephone Speech Recognition using **Neural Networks** and Hidden Markov Models IEEE International
www.caip.rutgers.edu/~yuk/papers/icassp99.yuk.ps

The Automated Identification of Tubercle Bacilli using.. - Veropoulos Campbell (Correct)
of the 8th International Conference on Artificial **Neural Networks**, vol 2, pp 797-802 Skvde, Sweden, 2-4
8th International Conference on Artificial **Neural Networks**, vol 2, pp 797-802 Skvde, Sweden, 2-4 September
use of image processing techniques and **neural network** classifiers for the automatic identification of
lara.enm.bris.ac.uk/~cig/pubs/icann98.ps

A Knowledge Base for a Neural Guidance System - Krosley, Misra (Correct)
A Knowledge Base for a **Neural** Guidance System Ramon Krosley Manavendra Misra

as an expert system implemented as a **neural network**. The use of a **neural** architecture, rather than system, the knowledge base. Key-words: **Neural Networks**, Distributed Representations, Dynamic Link kafanchan.mines.colorado.edu/pub/papers.dir/mcs9318.ps.Z

City Name Recognition Over The Telephone - Fanty, Schmid, Cole (1993) (Correct) (2 citations)
network that assigns 39 phonetic category **scores** to each 6 msec time frame. The input to the Oregon 97006 -1999 Usa Abstract We Present A **Neural-Network**-Based Speech Recognition System For 97006 -1999 Usa Abstract We Present A **Neural-Network**-Based Speech Recognition System For Telephone speech.cse.ogi.edu/pub/docs/Fanty_Cityname_ICASSP93.ps.gz

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Balancing Accuracy and Parsimony in Genetic Programming - Zhang, Mühlenbein (1995) (Correct) (20 citations)
parsimony may be an important factor not for **aesthetic** reasons or ease of analysis, but because there error landscapes of programs evolved for **neural network** synthesis. We consider genetic programming as
borneo.gmd.de/pub/as/ga/gmd_as_ga-94_09.ps

Accent structures in music performance - Large, Kolen (1994) (Correct) (23 citations)
of how musical meaning, whether affective or **aesthetic**, arises in any particular instance. Meyer, structure using discrete-time recurrent **neural networks** trained with backpropagation (Bharucha &P.
archive.cis.ohio-state.edu/pub/neuroprose/large.resonance.ps.Z

Probable networks and plausible predictions - a review of.. - MacKay (Correct) (34 citations)
advocated for one of two reasons: the first is **aesthetic** (A theory with mathematical beauty is more of practical Bayesian methods for supervised **neural networks** David J C MacKay Cavendish Laboratory,
www.cs.toronto.edu/~mackay/network.ps.gz

Genetic Programming with User-Driven Selection: Experiments on .. - Poli, Cagnoni (1997) (Correct) (7 citations)
images and animations on the basis of a user **aesthetic** criteria. Das et al. Das et al.1994] used set of real jazz-fragments was used to train a **neural network**. The network was later used to define a
www.cs.bham.ac.uk/~rmp/papers/Poli-GP1997-UM.ps.gz

How Well Can Passage Meaning be Derived without.. - Landauer, Laham.. (1997) (Correct) (4 citations)
some products of comprehension, for example **aesthetic** or emotional qualities, they pose a sufficient is equivalent to a particular kind of linear **neural network**. dimensional abstract semantic space is
lsa.colorado.edu/papers/cogsci97.ps

Induction and Recapitulation of Deep Musical Structure - Spector (Correct) (11 citations)
components of an AI art-making system to which **aesthetic** judgement should apply from those to which from a corpus. We show how the resulting **neural networks** can be used as critics that drive our
hamp.hampshire.edu/~lasCCS/pubs/IJCAI95mus-toappear.ps

Evolution of Pseudo-colouring Algorithms for Image Enhancement .. - Poli, Cagnoni (1997) (Correct) ✓ (2 citations)
images and animations on the basis of a user **aesthetic** criteria. Das et al. Das et al.1994] used set of real jazz-fragments was used to train a **neural network**. The network was later used to define a
ftp.cs.bham.ac.uk/pub/tech-reports/1997/CSRP-97-05.ps.gz

Co-Operating Populations With Different Evolution Behaviours - Adamidis Petridis (1996) (Correct) (2 citations)
of the problem and on the user's experience and **aesthetic** preferences [2]6]7]The method proposed the problem of training a Recurrent Artificial **Neural Network** (RANN)I. INTRODUCTION Evolutionary
aetos.it.teithe.gr/~adamidis/Papers/ICEC96.ps.gz

Proceedings of the 2002 Conference on New Instruments for.. - Circles And Seeds (Correct)
when people learn to play, communicating both **aesthetic** values and ideas about how the instrument are recognised using an ART selforganising **neural network** classifier [1]The circles are used to
seamonkey.mle.ie/nime/Proceedings/navig/../paper/griffith.pdf

An Evaluation of the Scientific potential of Evolutionary.. - Kellis (2002) (Correct)
to entertainment. The realization of their **aesthetic** prospective has motivated the creation of The agents used a simple Braitenberg-like **neural network** model with a few additions, which may share

Emergent Behaviour from a Carefully Evolved **Network"Neural** Computation, 1(2)1989 6] Brooks, R. A.
www.cogs.susx.ac.uk/lab/adapt/MSc2002/ek21.pdf

Active Hearing Protector With Improved Localization Performance - Rubak, Johansen (Correct)
this design would probable not be acceptable by **aesthetic**/commercial reasons. Simplified pinna design has interaction is used to trainee the auditory **neural network** pattem recognition machine. Familiarity with
www.kom.auc.dk/DSP/Doc/staff00/internoise99b.ps

Recent Developments in the Evolution of Morphologies and.. - Taylor, Massey (2001) (Correct)
solver with Baumgarte stabilization User-guided **aesthetic** evolution A re-implementation of Sims' work on sphyls. The controller was an "augmented" **neural network** exactly as described by Sims 26 A run was
www.dai.ed.ac.uk/homes/timt/research/../papers/Taylor-RecentDevelopments.pdf

Algorithms for the Fixed Linear Crossing Number Problem - Cimikowski (Correct)
systems where crossing minimization is an **aesthetic** criterion used to measure the quality of a results indicate that a heuristic based on the **neural network** model yields near-optimal solutions and
www.cs.montana.edu/~cimo/PUBS/DAM2.ps

myVU: A Next Generation Recommender System Based on.. - Geyer-Schulz, Hahsler, .. (2000) (Correct)
which captures his taste or experience or **aesthetics**. An example of such an interactive algorithm, between fitness functions in the form of **neural networks**. By choosing a jazz-solo, he increases the
wwwai.wu-wien.ac.at/~hahsler/research/festschrift2000/paper.pdf

Application Of Neural Networks In Computer Aided Diagnosis.. - Bakic, Brzakovic (Correct)
to successful treatment (from the functional and **aesthetic** points of view)low cost treatment, and Application Of **Neural Networks** In Computer Aided Diagnosis Of Breast
www.eecs.lehigh.edu/~ipal/neurel97_final.ps

Modeling the Degree of Realized Expectation in Functional.. - Dan Gang Jonathan (1996) (Correct)
the error signal plays an important role in the **aesthetic** or emotional response to music"We expand on of Perceptual and Cognitive Modeling Using **Neural Networks** Dan Gang Jonathan Berger y Abstract We
ftp.huji.ac.il/users/dang/papers/icmc96expect.ps.gz

A Knowledge-Lean Structural Engineering Design Expert System - Andr Gmez De (1998) (Correct)
used to implement its diverse subsystems. **Aesthetic**, social, and economic considerations add even For example, the knowledge contained in a **neural network** is distributed among the weights of the many
www.arch.usyd.edu.au/~andres/wces98.ps

Computing Aesthetics - Penousal Machado Amlcar (Correct)
Computing **Aesthetics** Penousal Machado 1 Amlcar Cardoso 2 1
aesthetic judgements [1]In this system a **Neural Network** makes the evaluation of the images. In the
www.dei.uc.pt/~machado/pdf/tad-sbia.pdf

Learning to Classify Map Data with Cascaded VLSI Neural.. - Tran Daud And (Correct)
processing variations, aging, and extraneous, **aesthetic** varia1. Present Address: Bell Communications to Classify Map Data with Cascaded VLSI **Neural Network** Building Block Chips T. X T. S. P. M. D. constraints in a propagation learning **network, Neural** Computation 2,pp. 363-373, 1990. Lee, Y.
techreports.jpl.nasa.gov/1993/93-0270.pdf

A Connectionist Model for the Evolution of Styles of.. - Hornel, Ragg (Correct)
creative part of the task, being responsible for **aesthetic** conformance to a composer's style given by a In this paper we present an evolutionary **neural network** approach to learn musical styles of
i11ftp.ira.uka.de/pub/neuro/ragg/ICMPC96.ps

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Sidney Fels
Proceedings of the 2000 ACM workshops on Multimedia November 2000

People have aesthetic experiences when they manipulate objects skillfully. Highly skilled performance with an object requires forming a highly intimate relationship with it. Aesthetics flow from this intimacy. This paper discusses three works which bring together technology and art to illustrate the issues of intimacy and embodiment. The three works are: Iamascope, video cubism and the forklift ballet.

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Chaos theory involves the study of how complicated behavior can arise in systems that are based on simple rules, and how minute changes in the input of a system can lead to great differences in the output. Using computer graphics, the dynamic behavior of chaos-producing networks is explored, and convergence maps reveal a visually striking and intricate class of displayable objects.

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Rob Saunders , John S. Gero
Proceedings of the fourth conference on Creativity & cognition October 2002

In this paper, we describe a novel approach to developing computational models of creativity that supports the multiple approaches to the study of artificial creative systems. The artificial creativity approach to the development of computational models of creative systems is described with reference to Csikszentmihalyi's systems view of creativity. Some interesting results from studies using an early implementation of an artificially creative system, The Digital Clockwork Muse, are presented. T ...

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David Kirk , Douglas Voorhies
ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques September 1990
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Pierre-Marc Jodoin , Emric Epstein , Martin Granger-Piché , Victor Ostromoukhov
Proceedings of the second international symposium on Non-photorealistic animation and rendering June 2002

We present a new approach to synthetic (computer-aided) drawing with patches of strokes. Grouped strokes convey the local intensity level that is desired in drawing. The key point of our approach is learning by example: the system does not know *a priori* the distribution of the strokes. Instead, by analyzing a sample (training) patch of strokes, our system is able to synthesize freely an arbitrary sequence of strokes that "looks like" the given sample. Strokes are considered as parametrica ...

7 The art and science of visualizing data — 77%
Karen A. Frenkel
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"I manipulate the laser," the artist said, having exploited laboratory equipment. "This is a parallel pipeline systolic SIMD engine we call the 'Jell-O Engine,'" the animator/straight man announced, but not until he had decimated the practice of ray tracing. And officials from supercomputer centers declared the visualization of scientific data would define a new field, a revolutionary way of doing science.

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Journal of Educational Resources in Computing (JERIC) September 2001

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R. Mark Meyer , Tim Masterson
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Volume 15 Issue 5

10 Interactive manipulation of rigid body simulations 77%
Jovan Popović , Steven M. Seitz , Michael Erdmann , Zoran Popović , Andrew Witkin
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000
Physical simulation of dynamic objects has become commonplace in computer graphics because it produces highly realistic animations. In this paradigm the animator provides few physical parameters such as the objects' initial positions and velocities, and the simulator automatically generates realistic motions. The resulting motion, however, is difficult to control because even a small adjustment of the input parameters can drastically affect the subsequent motion. Furthermore, the animator o ...

11 News track 77%
Bryan Kocher
Communications of the ACM November 1988
Volume 31 Issue 11

12 Context-sensitive learning methods for text categorization 77%
William W. Cohen , Yoram Singer
ACM Transactions on Information Systems (TOIS) April 1999
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Two recently implemented machine-learning algorithms, RIPPERand sleeping-experts for phrases, are evaluated on a number of large text categorization problems. These algorithms both construct classifiers that allow the "context" of a word w to affect how (or even whether) the presence or absence of w will contribute to a classification. However, RIPPER and sleeping-experts differ radically in many other respects: ...

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Tat-Seng Chua , Li-Qun Ruan
ACM Transactions on Information Systems (TOIS) October 1995
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Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

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Gio Wiederhold
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A digital library is popularly viewed an electronic version of a public library. But replacing paper by electronic storage leads to three major differences: storage in digital form, direct communication to obtain material, and copying from a master version. These differences in turn lead to a plethora of further differences, so that eventually the digital library no longer mimics the traditional library. Furthermore, a library is only element in the process of creating, storing, culling, ac ...

15 Evolving virtual creatures 77%
Karl Sims
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This paper describes a novel system for creating virtual creatures that move and behave in simulated three-dimensional physical worlds. The morphologies of creatures and the neural systems for controlling their muscle forces are both generated automatically using genetic algorithms. Different fitness evaluation functions are used to direct simulated evolutions towards specific behaviors such as swimming, walking, jumping, and following.A genetic language is presented that uses no ...

16 Foreseeing the future: ACM97 44%
John L. Bennett
interactions July 1997
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17 The emergence of true machine intelligence in the twenty-first century (abstract) 4%
Raymond Kurzweil
Proceedings of the 1993 ACM conference on Computer science March 1993
Up until recently, humans and computers have used radically different strategies in their intelligent decision making. For example, in chess, a human chess master memorizes about 50,000 situations and then uses his or her neural-net based pattern recognition capabilities to recognize which of these situations is most applicable to the current board position. In contrast, the computer chess master typically memorizes very few board positions and relies instead on its ability to analyze betwe ...

18 Pen computing (abstract): the new frontier 2%
S. Jerrold Kaplan
Proceedings of the 1993 ACM conference on Computer science March 1993
While all types of computers are ultimately Turing machines, this "reduction-and-abstraction" obscures the way people actually experience computing. About every 10 years, a new type of machine is invented that changes our understanding of computation. From the mysterious glass house mainframes of the 1960s, ministered by white-coated experts, to today's friendly personal computers, our sense of the role of computing in our lives has undergone a dramatic transformation.

19 Computers versus common sense (abstract) 2%

Douglas B. Lenat

Proceedings of the 1993 ACM conference on Computer science March 1993

It has been eight years since we began the Cyc project—a massive decade-long enterprise to codify, once and for all, the millions of general rules of thumb about the world (that are generally held by adult, rational members of their culture.) The motivation for this heroic effort is to produce a new "layer" between the Operating System and Application programs —a layer containing general knowledge and inferencing abilities, which could facilitate knowledge-sharing ac ...

20 Beyond the graphical user interface (abstract) 2%

Ben Shneiderman

Proceedings of the 1993 ACM conference on Computer science March 1993

The wildly popular graphical user interfaces are a dramatic improvement over earlier interaction styles, but the next generation of user interfaces is already being fashioned. The future will be dynamic, spatial, gestural, colorful, ubiquitous, often auditory, and sometimes virtual. The dominance of visual information with hi-res images and full-motion video will push the hardware requirements, absorb network capacity, and challenge the algorithm designers. As human-computer interaction res ...

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... and assign it an **aesthetic** fitness **score**, then command ... you turn over the **aesthetic** fitness selection ... to the "newly confident" **neural network** organisms - and ...
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... the choice was among three poets, the **score** was about ... For instance, the **neural network** classification of trigram representations produced the ... **Aesthetic** Theory. ...
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Self-evolving Arts
... algorithms successfully can evolve Artificial **Neural** Networks to ... that determines the fitness **score** of the ... artistic expression, since the **aesthetic** value of an ...
www.daimi.au.dk/~hhl/art.html - 25k - Cached - Similar pages

4. MODELS OF ADAPTATION AND LEARNING
... selection: **aesthetic** value. * reproduction: ... results (**neural** nets): ... twice some ants are evolved that **score** maximum of 89 (not artifact of representation). ...
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... and then filtered out those with a low **score**. ... then testing them for usefulness or **aesthetic** value. ... adds to the hidden layer of a **neural network** - the **network** ...
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Interactive Voice Technology for Telecommunications Applications, 1994., Second IEEE Workshop on , 26-27 Sep 1994
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9 **Commencement of world's first Bachelor of Engineering in Photovoltaics and Solar Energy**
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Photovoltaic Specialists Conference, 2000. Conference Record of the Twenty-Eighth IEEE , 2000
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11 **Enhancement of ADPCM speech coding with backward-adaptive algorithms for postfiltering and noise feedback**
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Selected Areas in Communications, IEEE Journal on , Volume: 6 Issue: 2 , Feb 1988
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